

D.W. 13

CONQUEST OF THE LAND

by Scott Rich

1. The 1971 Rules of Diplomacy are used except where modified.

2. Each player commands a species (Crab, Lizard, Lungfish, Salamander, Snake, Toad, Turtle, and optionally, Worm); such a species is the same as a major country in Diplomacy.

3. A full game year consists of three move seasons: spring, summer, fall; there is no winter turn since builds and removals are automatic.

4. On the map, each space is of a certain terrain: Swamp, Forest, Plain, Sea or Badland. Terrain effects supply and movement between land and sea.

5. Each player begins with 2 armies, one in each of his swamp spaces, which are assumed to have emerged from the sea prior to the first game year. Seven groups of two swamps have been provided for up to 7 players, but if less than 7 play, then the extra swamps are treated as forests.

6. The game begins in the year 330,000,000 BC at the beginning of the Devonian period of the Paleozoic Era. Each game year lasts 5,000,000 years, and the game ends in the year 230,000,000 BC at the end of the Permian period, which also ends the Paleozoic Era. (A total of 21 game years or 63 turns.)

7. There are no retreats. Dislodged units are eliminated. "The weak fall under the grindstone of Time."

8. The Conversion order:

a. In all coastal spaces except swamps, a unit, instead of moving or supporting, may CONVERT from an army to a fleet or a fleet to an army (A Dir-CONVERT).

b. Units converting have no strength, such that if an unsupported unit converting is attacked by one enemy unit, then it is dislodged and eliminated.

c. Units in swamps require no convert order--an army in a swamp ordered to sea automatically becomes a fleet and a fleet ordered inland becomes an army.

d. Due to what may and fleet represent, no convoy is possible.

9. Armies and fleets of different species MAY support each other. It's called "sykiosis."

10. Spaces are captured in any move season. Captured swamps will automatically breed armies of the capturing species during the winter turns.

11. After every fall turn, the GM fills ALL the empty swamp spaces with armies of the same species as of the last owner of the space--"Nature abhors a vacuum." The GM then determines if units NOT in swamps have enough supply:

a. Each unit may only draw supply from its own and adjacent spaces.

b. Adjacent spaces must be empty and OWNED by that species.

c. The supply value of a space being drawn upon by more than one unit of a species is always evenly divided amongst them, even if none of the units concerned will have enough supply.

d. The value of each space according to its terrain for supply purposes:

swamp - 1 (units in swamps do NOT draw on adjacent spaces)

forest - 2/3

plain - 1/3

sea - 1/3

badland - 0

e. Any unit unable to draw sufficient supply is eliminated (1 or more).

12. The Restricted Supply Order:

Normally a unit will draw upon all empty adjacent owned spaces; where units are bunched together (for an offensive) this usually means many deaths over the winter. So, along with his fall moves, a player may send in a list of spaces each of his units may draw upon. This list may NOT be conditional! Example: A Dir-Sul(Dir/Tim)--the army attempting to move from Dire to Sullen will be permitted to draw upon Dire (assuming it managed to move to Sullen) and (or?) upon Timeless (assuming it was stood off) in addition to the supply it gets from the space it is on.

13. To win, a player must have a majority of the swamp spaces. If no one has won by the last game turn, then the owner of the most swamp spaces wins.

14. All unowned-at-start swamp spaces contain an army in civil disorder.

15. Details:

Crab player starts with: Crab and Slimy swamps.

Lizard player starts with: Lizard and Bloated swamps.

Lungfish player starts with: Lungfish and Decaying swamps.

Salamander player starts with: Salamander and Oozing swamps.

Snake player starts with: Snake and Carnibal swamps.

Toad player starts with: Toad and Rotting swamps.

Turtle player starts with: Turtle and Flooded swamps. The Flooded swamp is NOT two-coasted (a river is assumed to go through the swamp).

An optional Worm player starts with: Worm, Muddy, Bog, Mire, Primal, Marsh, and Murky swamps.

The name of a space is actually the name of the space plus the terrain, such that Abyss is actually the Abyss Sea, or the Sea of the Abyss.

Of the 143 names on the map, none have the same first three letters.

(V. Ed note: Scott suggests that ownership of the spaces can be accounted for by covering the map with plastic and marking it with grease pencils. If you make an enlarged copy of the map, ownership can be accounted for with Risk pieces while standard Diplomacy pieces are used for play.)

